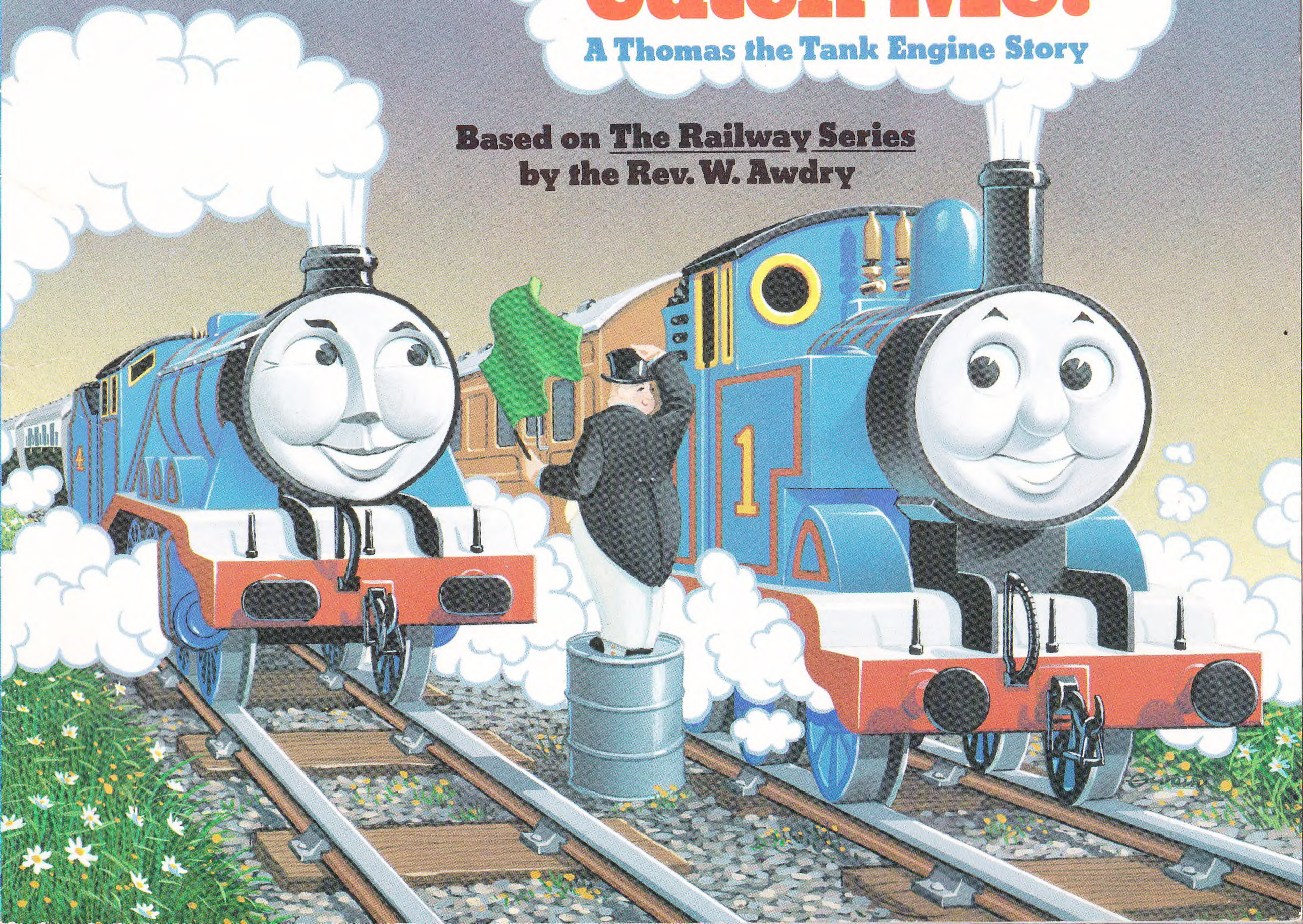
This Pictureback® Reader Uses Just 50 Different Words!

With Cut-out Learning Cards Inside

Catch Me, Catch Me!

A Thomas the Tank Engine Story

Based on The Railway Series
by the Rev. W. Awdry



This is my book.

My name is

_____

I have read this

all by myself.

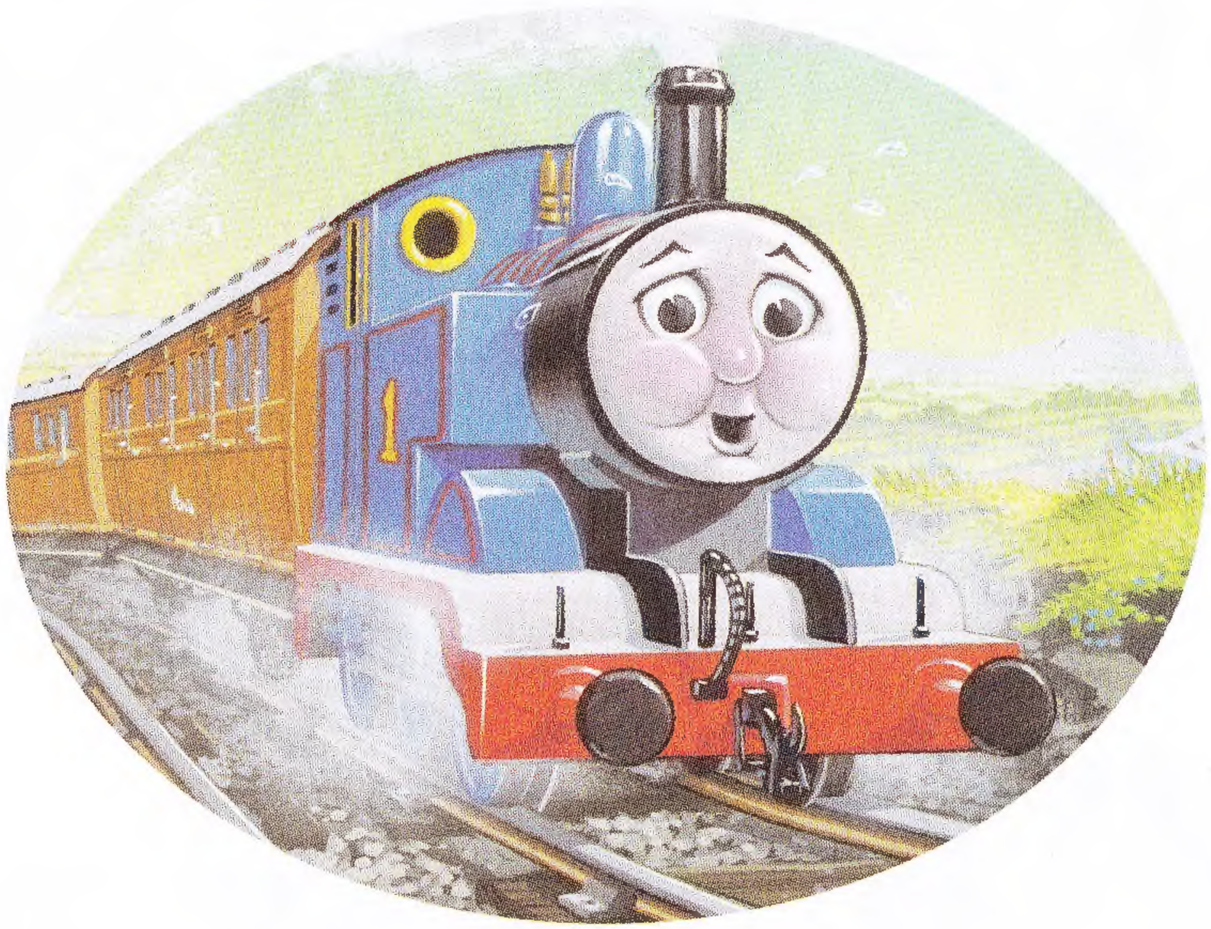
Please listen to me read.

Parents: See inside back cover for how to use the mini learning cards.

Catch Me, Catch Me!

A Thomas the Tank Engine Story
Based on The Railway Series by the Rev. W. Awdry

Illustrated by Owain Bell



A Random House PICTUREBACK® READER

Random House New York

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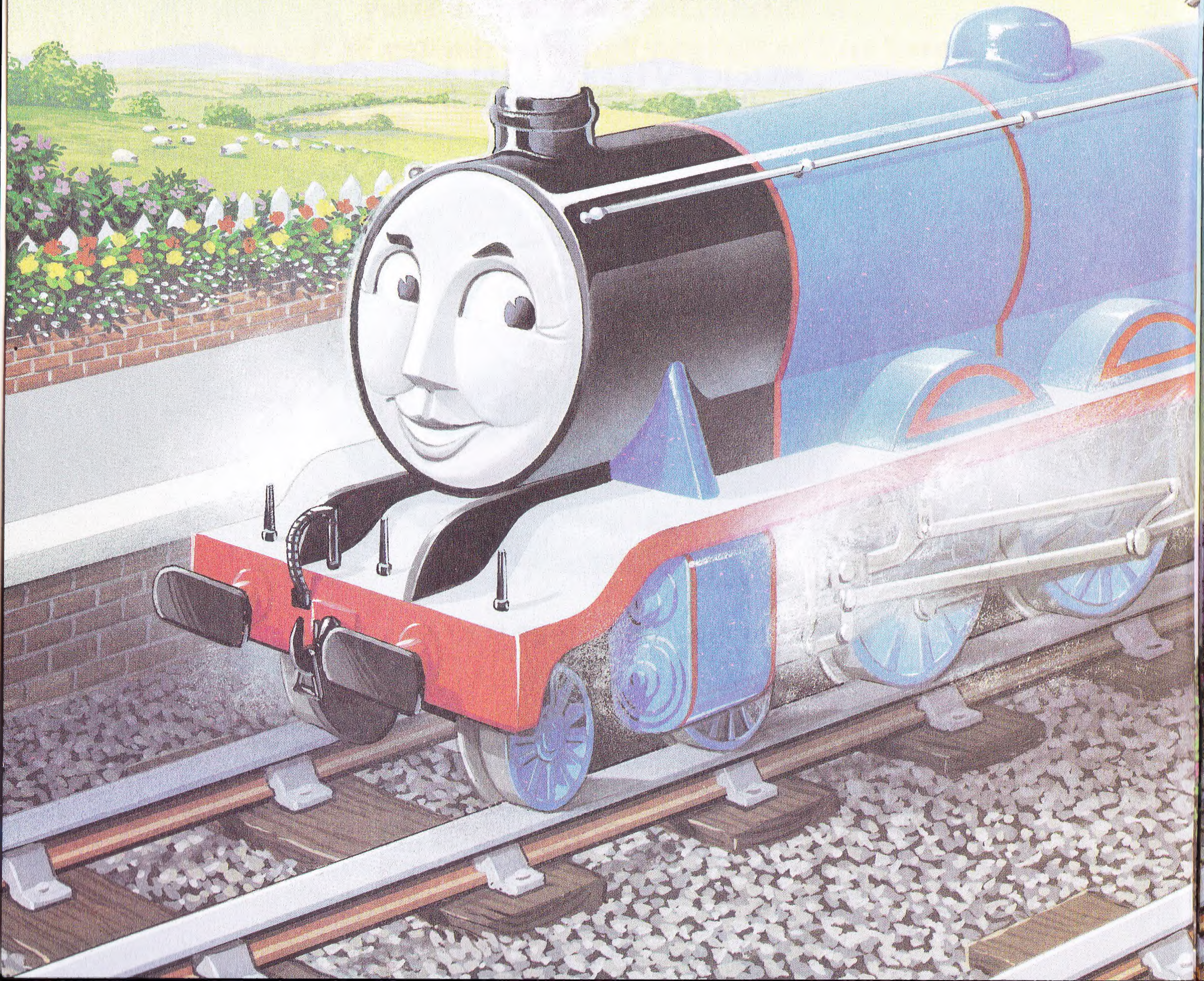
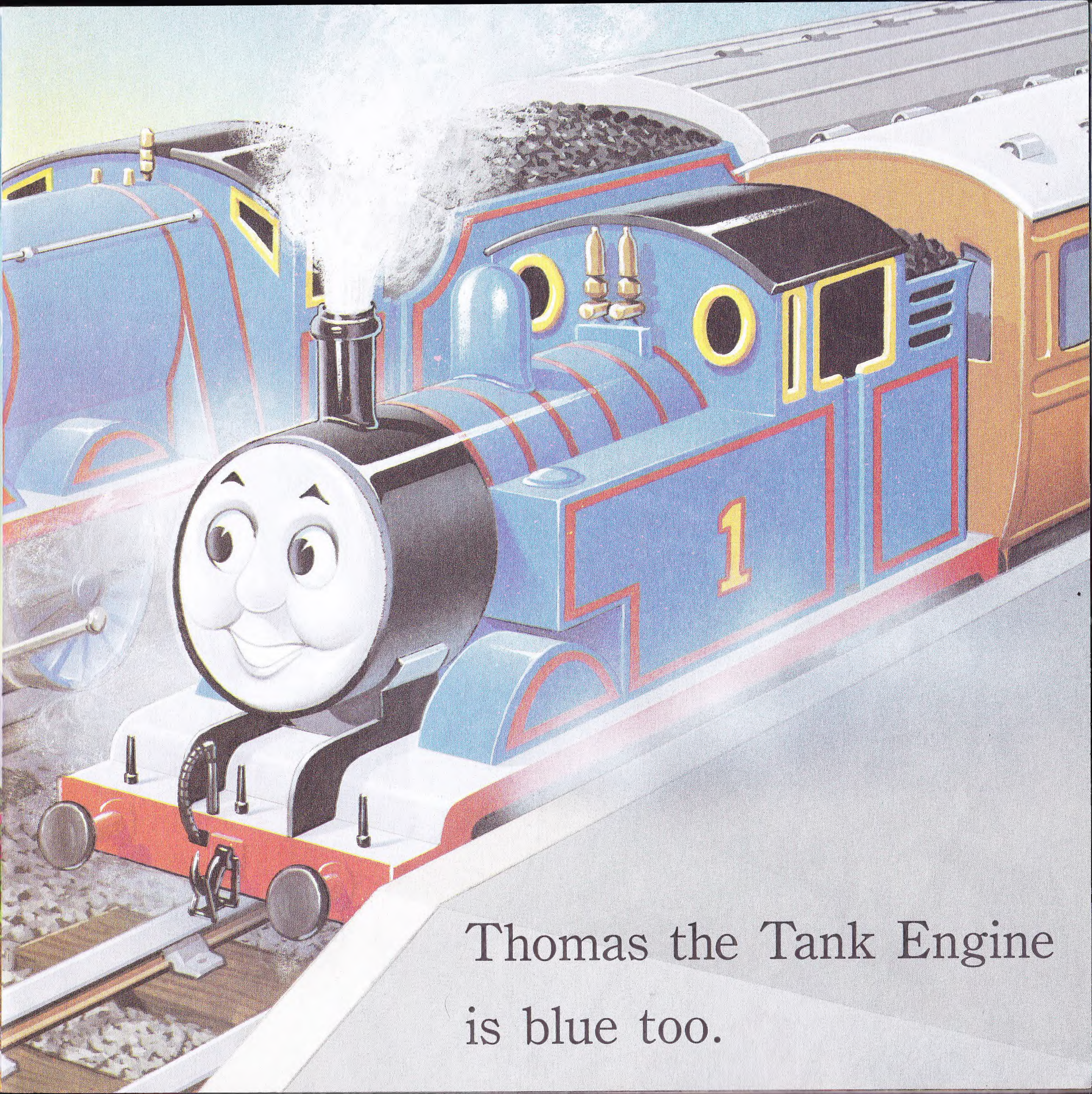
Catch me, catch me! : a Thomas the Tank Engine story / illustrated by Owain Bell. p. cm.–(A Random House picture back reader) "Based on The railway series by the Rev. W. Awdry." SUMMARY: Thomas the tank engine has a race with another train, one pulled by an engine larger than he is. ISBN: 0-679-80485-4 [1. Railroads–Trains–Fiction. 2. Stories in rhyme] I. Bell, Owain, ill. II. Awdry, W. Railway series. III. Series. PZ8.3.C2818 1990 [E]–dc20 89-37547

Manufactured in the United States of America 24 25 26 27 28 29 30

Gordon is big.

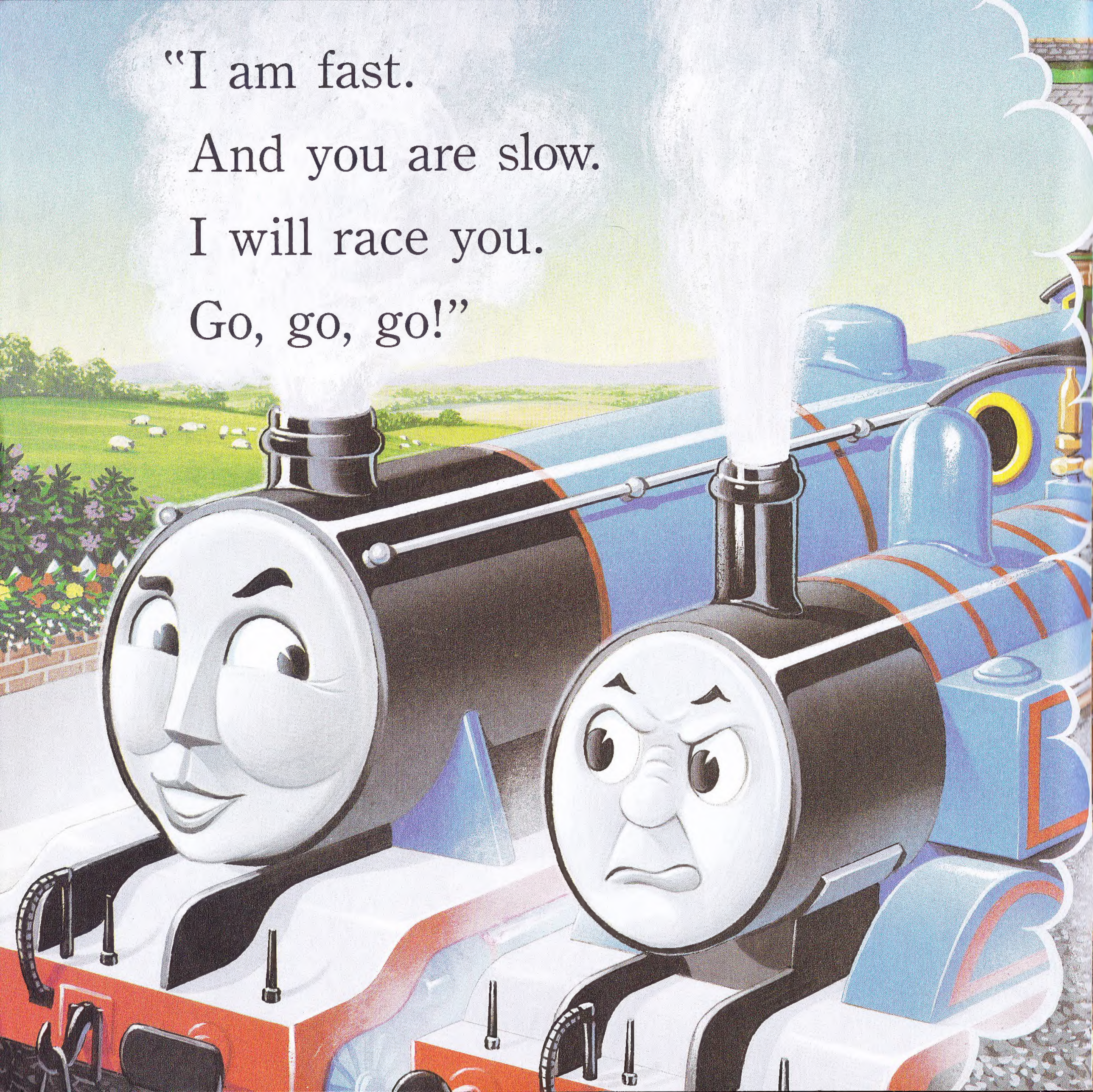
Gordon is blue.



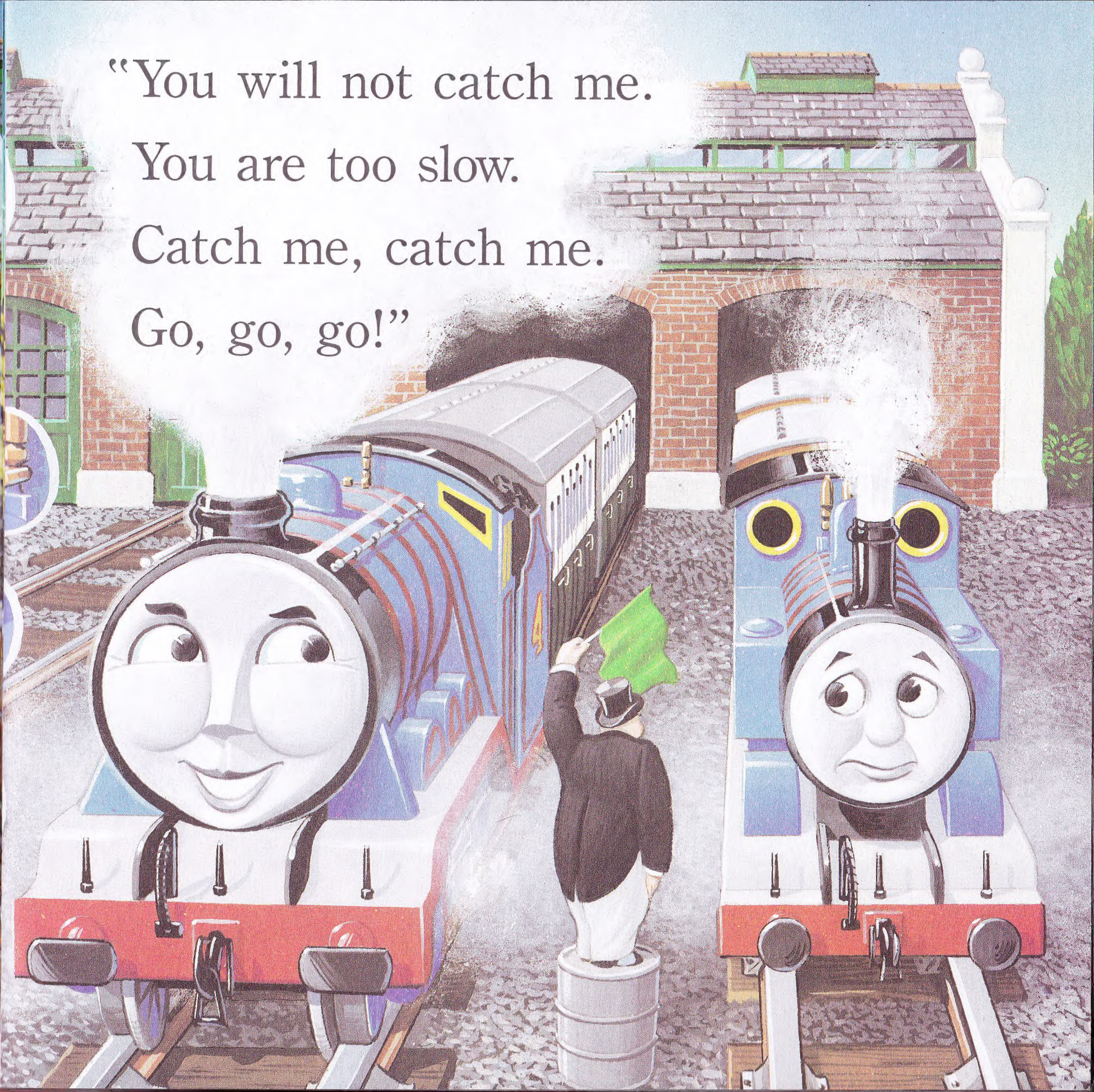


Thomas the Tank Engine
is blue too.

"I am fast.
And you are slow.
I will race you.
Go, go, go!"



"You will not catch me.
You are too slow.
Catch me, catch me.
Go, go, go!"



"I <u>will</u> catch you,
I will, I will!
Even over
a big, big hill."

Here is a bridge.

Slow down! Go slow!

Can Thomas catch Gordon?

Go, go, go!

Over the bridge
Gordon is fast!
Gordon is first–
and Thomas is last.

Here is a stop.

Slow down. Go slow.

"Catch me, catch me!"

Go, go, go!

Up the hill!

Will Gordon stop?

No! Not even
at the top!

Here comes Thomas
up the hill.

"I will catch you!
I will, I will!"

Down comes Gordon.
Down the hill.

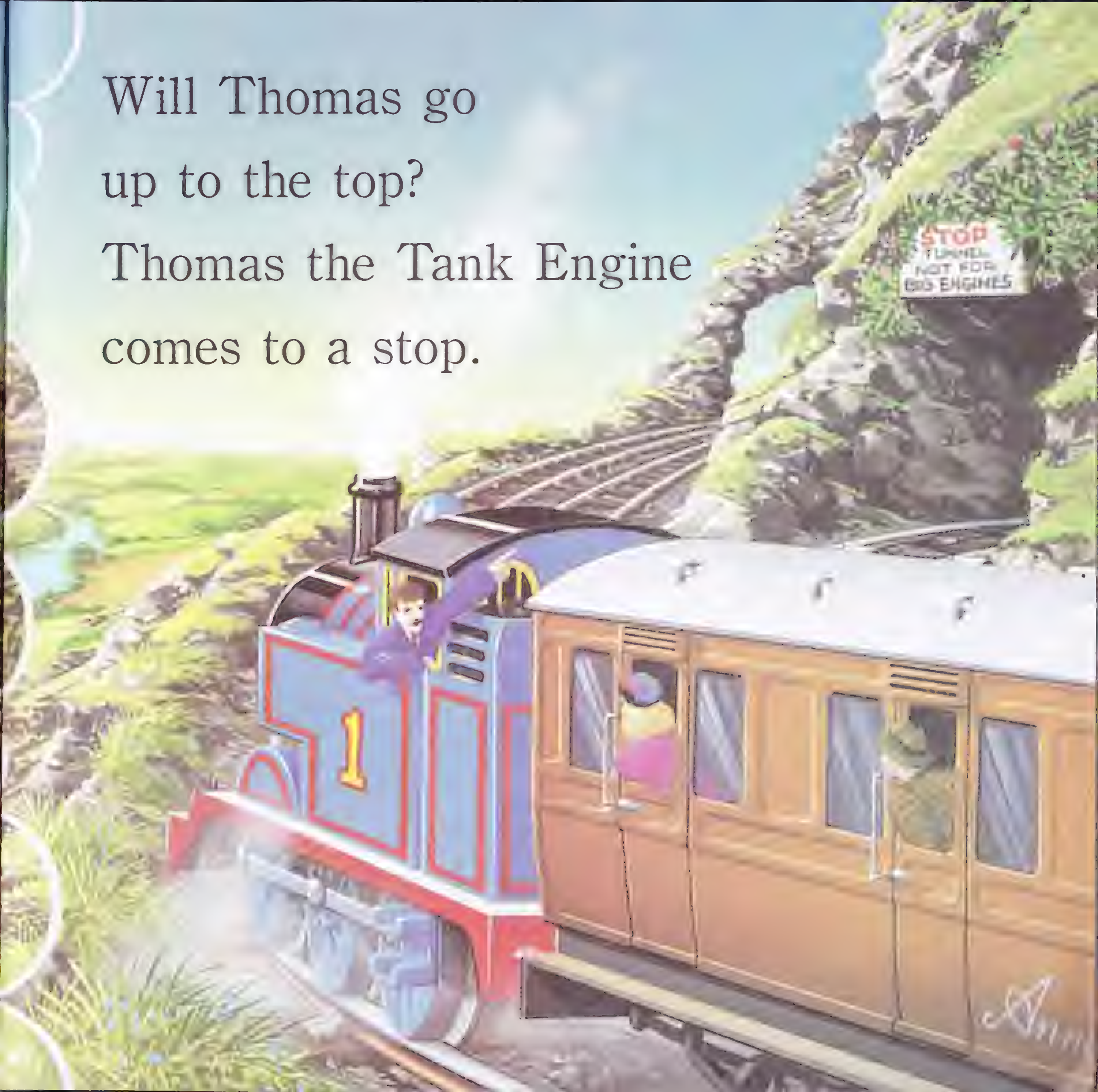
"Catch me, catch me!"

"I will, I will!"

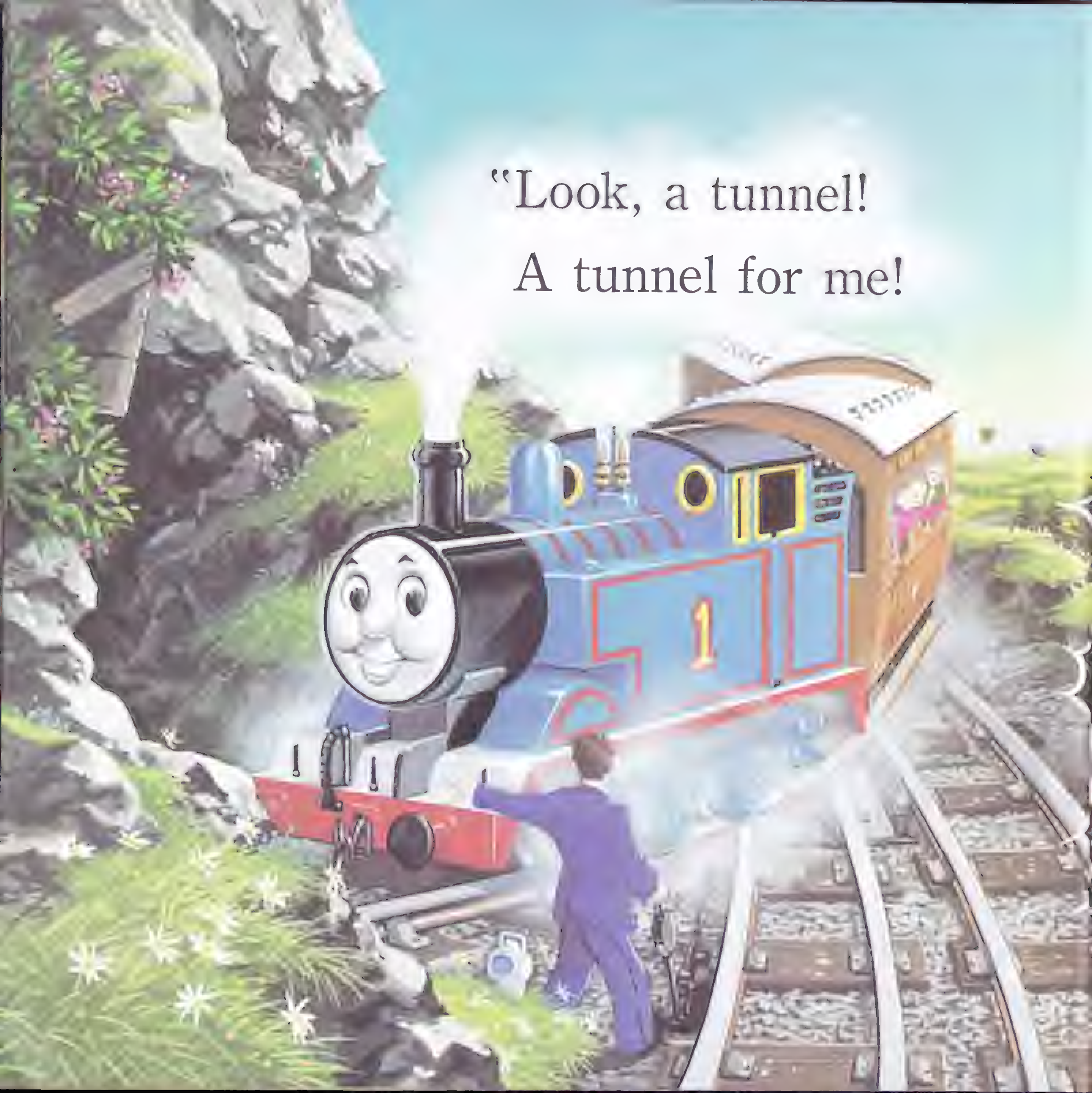
"Catch me, catch me
if you can!"

But Thomas has
a big, big plan.

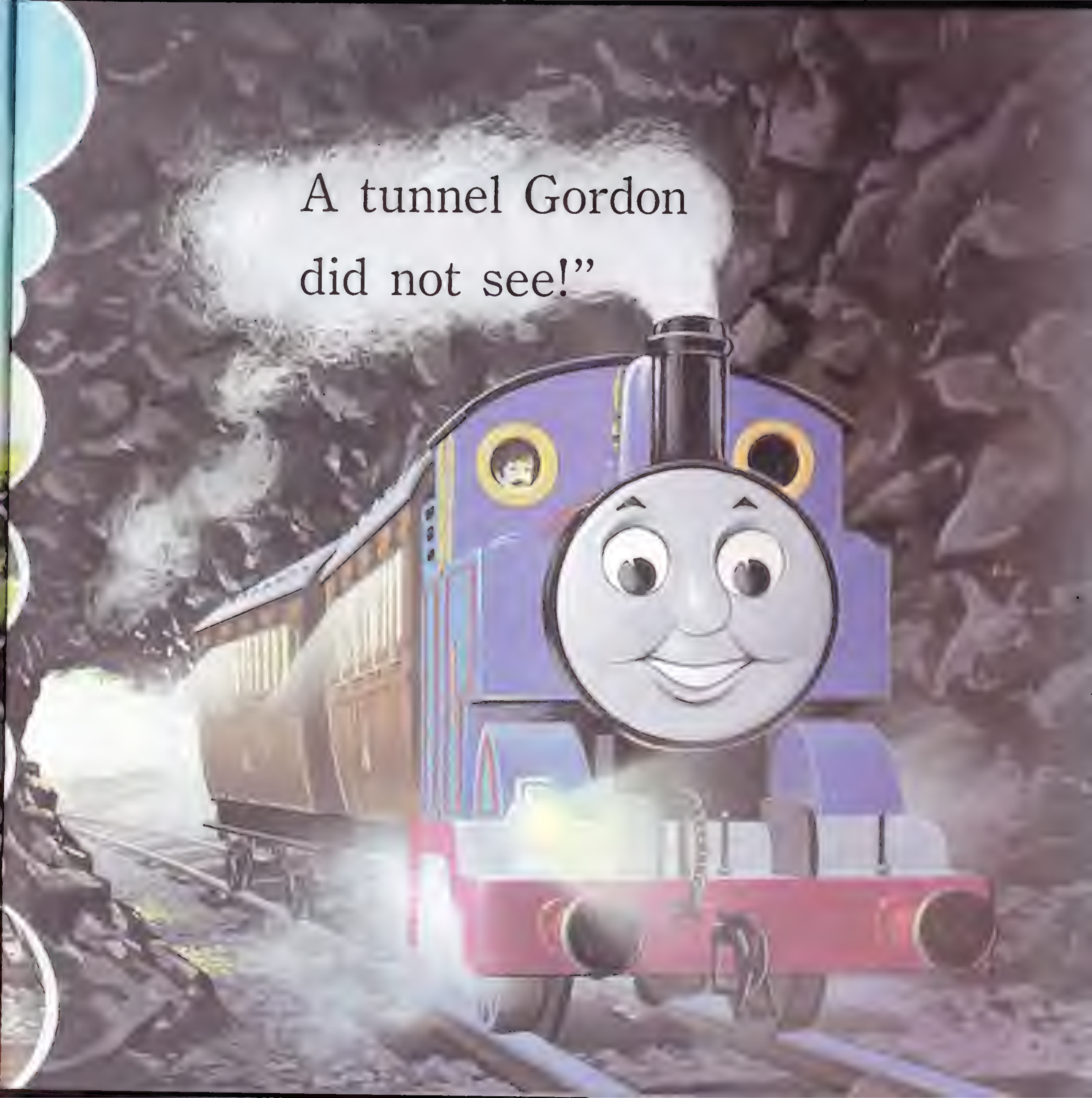
Will Thomas go
up to the top?
Thomas the Tank Engine
comes to a stop.



"Look, a tunnel!
A tunnel for me!

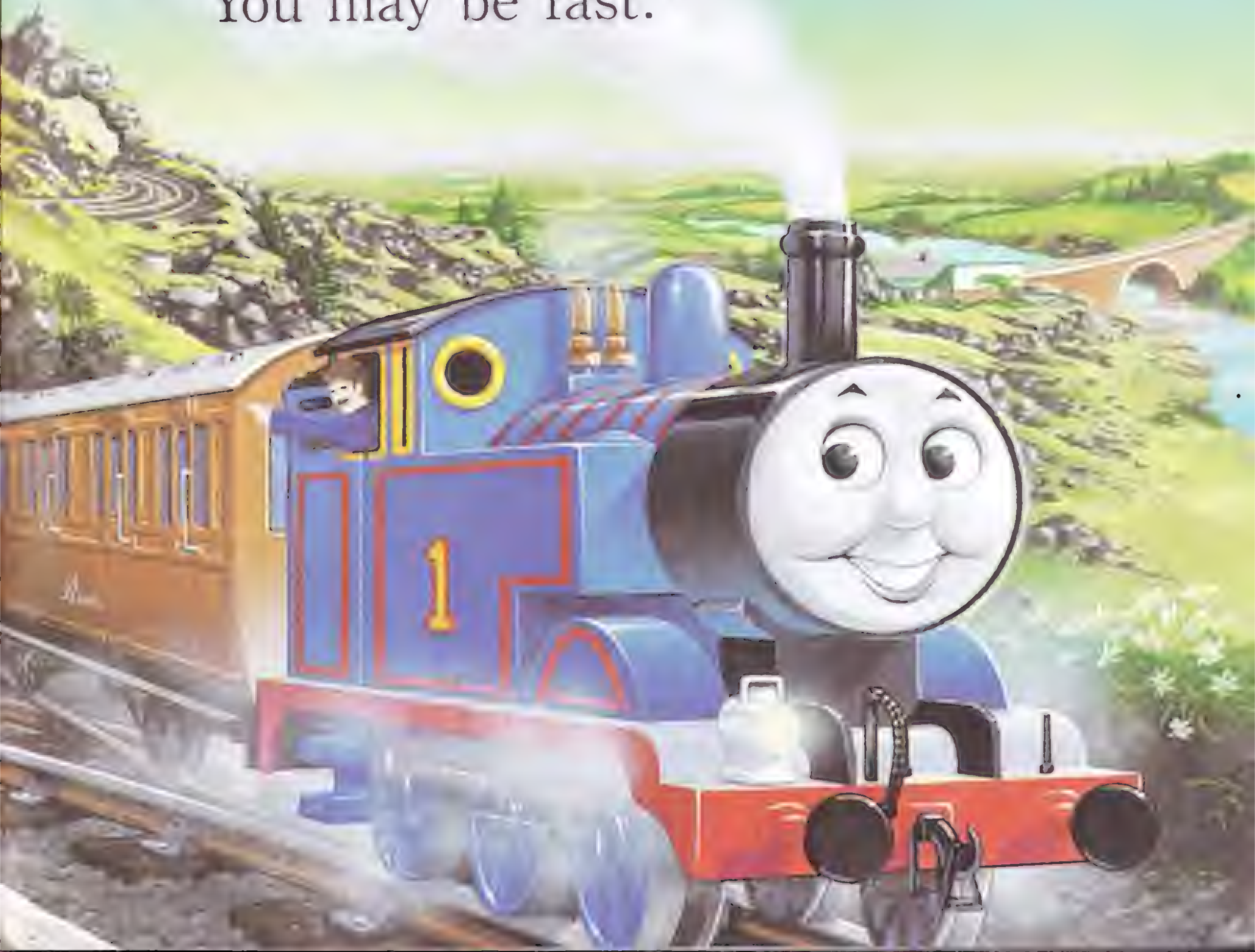


A tunnel Gordon
did not see!”



"I may be slow.

You may be fast."



"But I am first.

And you are last!"

Turn the page for mini learning cards.
Instructions on the inside of the
back cover of this book will tell
you how to use them with a child.

MINI LEARNING CARDS

See the Note to Parents on the inside back cover for ways to use the cards with your child.

a	did	if	stop
am	down	is	tank
and	engine	last	the
are	even	look	Thomas
at	fast	may	to
be	first	me	too
big	for	no	top
blue	go	not	tunnel
bridge	Gordon	over	up
but	has	plan	will
can	here	race	you
catch	hill	see	
comes	I	slow	

Cut along the line to remove the cards.

HOW TO USE THE MINI LEARNING CARDS

Learning cards are used in school to help reinforce basic skills. Now you can use them at home to help your child learn to read. All Pictureback Readers include this educator-endorsed teaching tool on the last page of the book. Just take a scissors and cut along the lines. You will then have a mini learning card to match every word in the book.* After your child is familiar with the story, here are some educational games you and your child can play. Or you may wish to invent games of your own.

Making Matches. Choose a mini learning card. Ask your child to go on a treasure hunt and find the same word in the story. Or print a word from the story on a piece of blank paper. Ask your child to hunt for the matching mini learning card.

Riddles. Make up riddles about some of the words in the story, such as, "It's round and it bounces. What is it?" Have your child find the word card for *ball.* Another kind of riddle uses rhyme: "I'm thinking of something that rhymes with... What's the word?" Your child would try to find the appropriate word in the pile of mini learning cards.

Building Sentences. Ask your child to pick a card and use it to begin a sentence. Then you and your child take turns adding words until you have a sentence. And here's a funny sentence building game. Begin by telling your child that your sentences keep getting mixed up. Ask him or her to help you unscramble the sentence you are trying to make.

The Baseball Game. You are the pitcher, your child is the batter, and the ball is a card you pick from the pile. The rules for strikes, hits, and so on are up to you. For example, if your child reads a difficult word card correctly, such as *dinosaur,* you can call it a home run.

Concentration. Make a set of hand-printed word cards to match the ones provided. Turn all the cards word-side down and take turns trying to uncover pairs, as you would in the popular card game Concentration.

Make a Wordbook. When your child knows all the words, you might want to help him or her make a "picture dictionary of words I know." Your child can paste his or her favorite words in a blank book (alphabetical order is optional) and draw or find a picture to illustrate each word.

*Keep the mini learning cards together by storing them in a plain business envelope. Then tape the envelope to this page, and you and your child will always know where to find the cards.

UPC 0 90129 00325 9 80485>

ISBN 0-679-80485-4

It's Easy—and Fun—to Help Your Child Learn to Read!

Pictureback Readers offer lively, satisfying stories that are told with just 50 or fewer words! And as part of each book there are mini learning cards, complete with suggestions for games, riddles, and other fun ways to use them with your child. This exciting series makes it easy for children to become early readers!

$3.25 U.S.

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